



PATENT APPLICATION
Q64489

Patent
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#6/a
RECEIVED
FORM

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of

Mitsuhira IDAKA

Appln. No.: 09/855,020

Confirmation No.: 8003

Group Art Unit: 3713

Filed: May 15, 2001

Examiner: Aaron J. Capron

For: GAME MACHINE AND NETWORK SYSTEM FOR SETTING UP GAME
ENVIRONMENT THEREOF

AMENDMENT UNDER 37 C.F.R. § 1.111

Commissioner for Patents
Washington, D.C. 20231

Sir:

In response to the Office Action dated January 10, 2002, please amend the above-
identified application as follows:

IN THE CLAIMS:

Please enter the following amended claims:

- Sub. 1/1*
a1
1. (Amended) A game machine comprising:
a player identifier, which identifies a player who wants to play a game;
a data storage, which stores personal information of a plurality of players which have
played the game; and
a game environment arranger, which reads out the personal information of the player
identified by the player identifier from the data storage, and automatically sets up a game
environment based on the personal information.